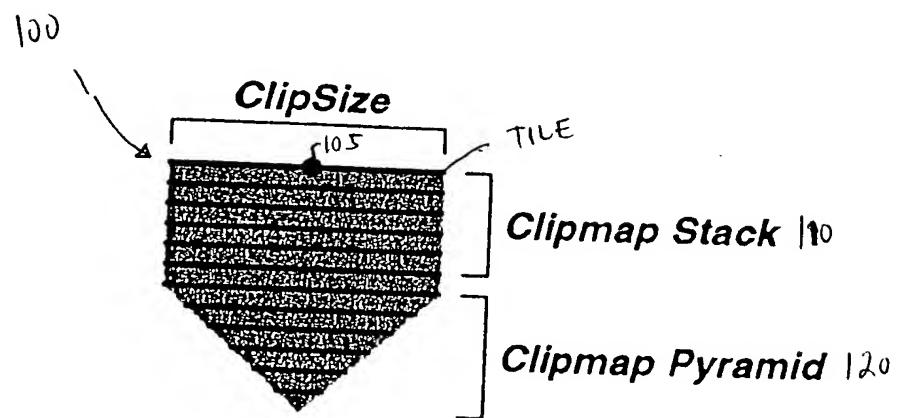


FIG. 1A



Clipmap Stack and Pyramid Levels

FIG. 1B

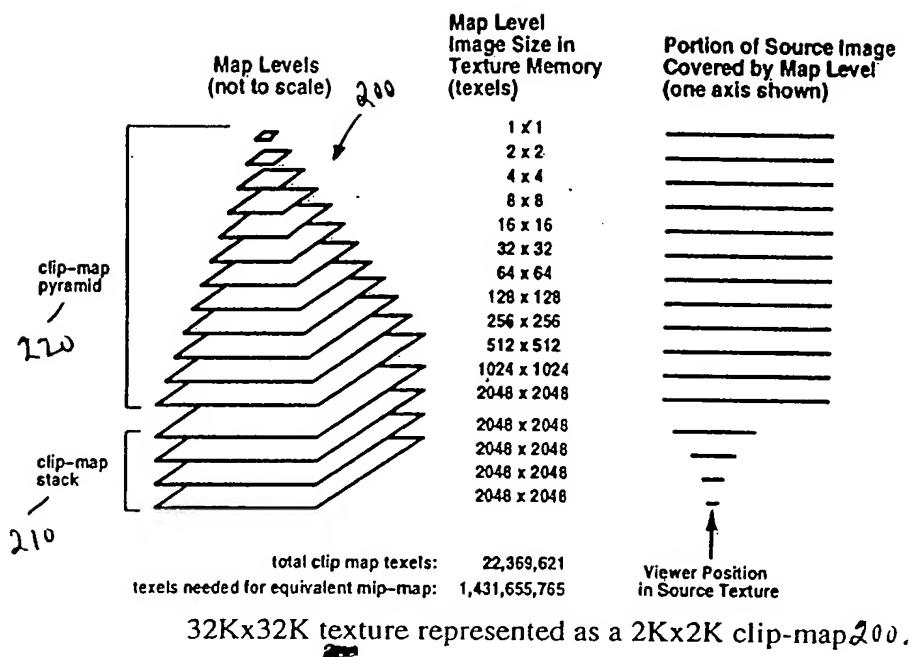


FIG. 2A

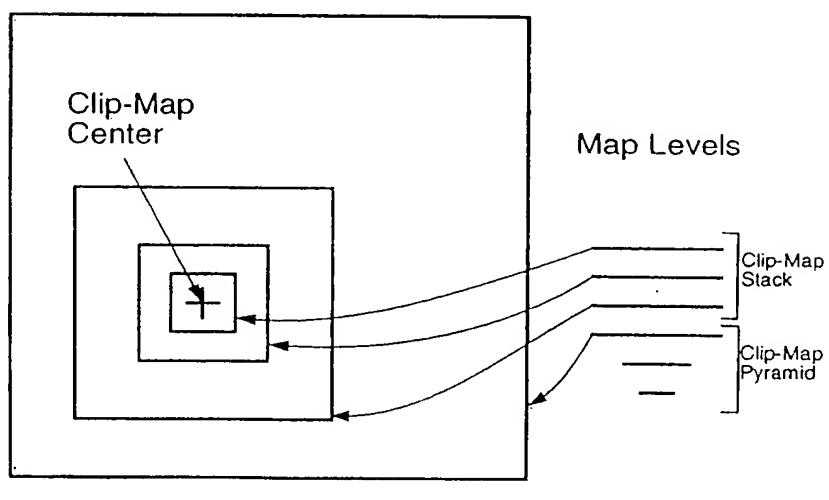


FIG. 2B

Representation of a clipmap in normal 2D LOD based form and as a 3D texture.

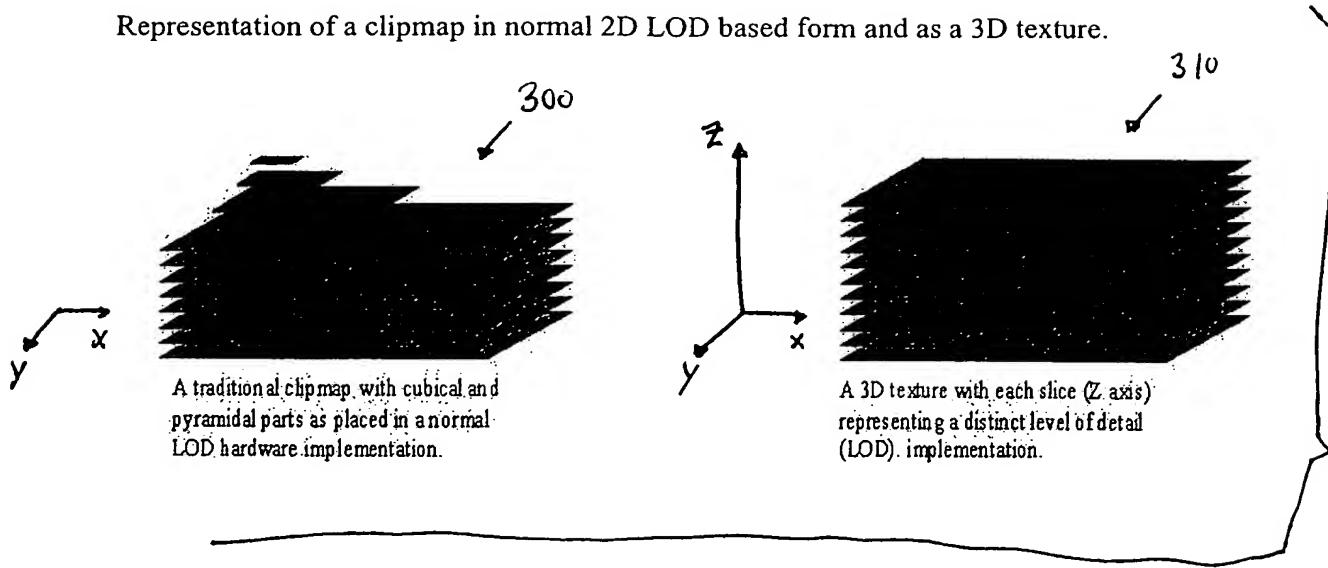
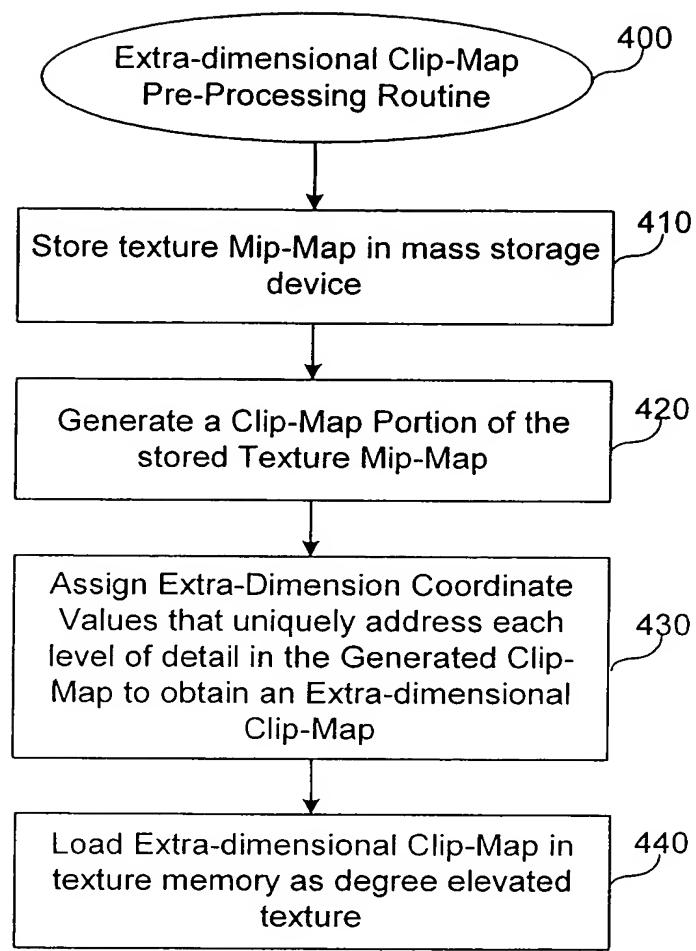
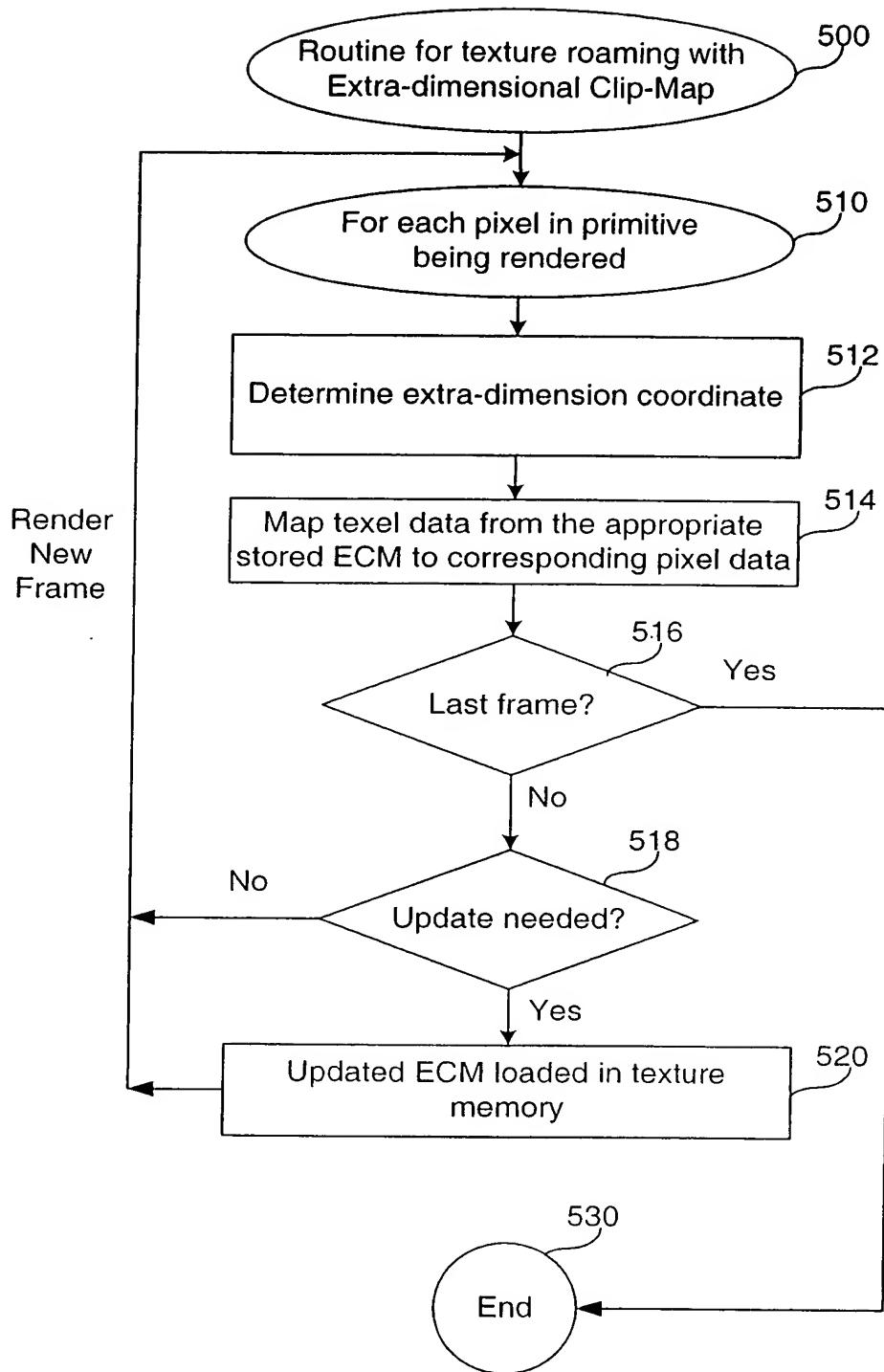


FIG. 3

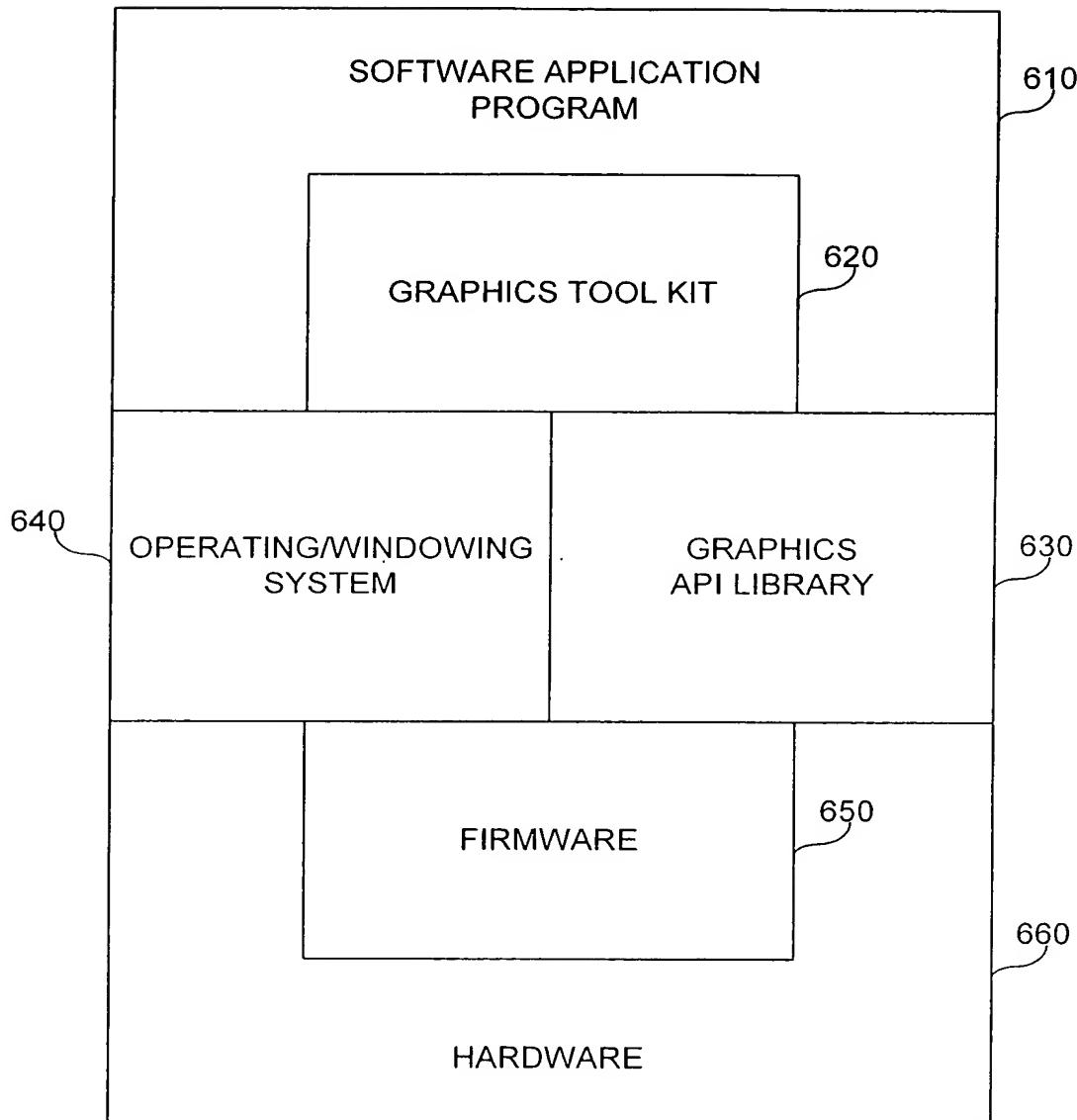


**FIG. 4**



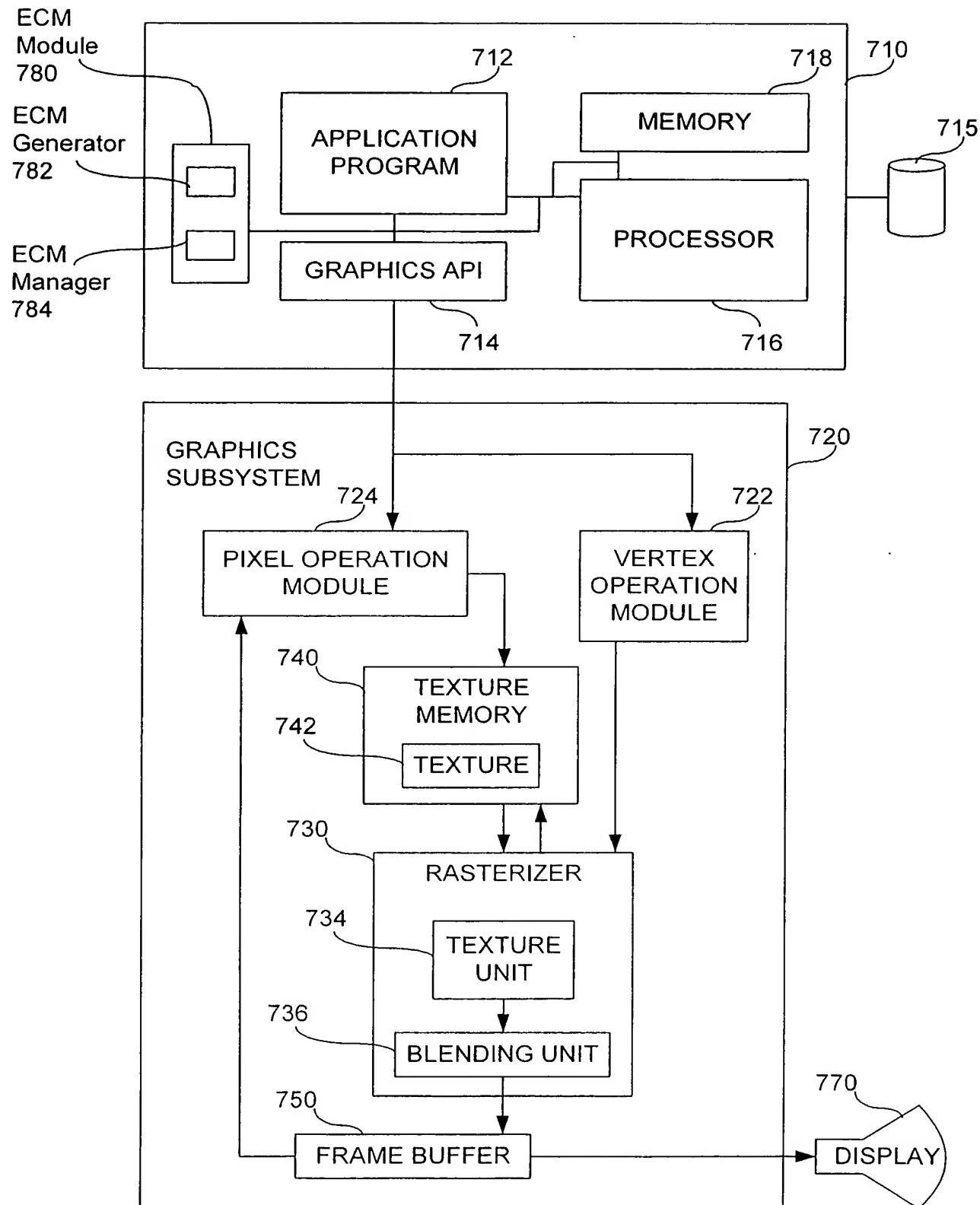
**FIG. 5**

ARCHITECTURE 600



**FIG. 6**

SYSTEM 700



**FIG. 7**